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Charge!

WarCry: At the end of the tactics phase, this unit gets +1 strength for every unspent tactic point the enemy unit has.

"WAAAGH!"
-Tradional battlecry of the Orcs

DD 8/25 Illus. Des Hanley

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Fast March

Reaction: After your enemy declares a non-ranged attack, block with any of your ready infantry units.

"Keeping soldiers alert and swift of foot allows us to even the odds against their cavalry."
-Vargharn Melkior, Champion of Chaos

DD 11/25 Illus. Dan Scott

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DD 11/25 Illus. Dan Scott

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Mettle

Combat Tactic: This unit gets +2 strength. Only usable while this unit is losing a combat.

It is the bravest of warriors who can snatch victory from the jaws of defeat.

DD 14/25 Illus. Adrian Smith

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It's not over...

Combat Tactic: This infantry unit gets +2 strength.

"While at least one of us draws breath."
–Gelthion, Commander of the Brightblades

DD 12/25 Illus. Paul (Prof) Herbert

2

+2

It's not over...

Combat Tactic: This infantry unit gets +2 strength.

"While at least one of us draws breath."
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DD 12/25 Illus. Paul (Prof) Herbert

2 +1

Effective Planning

Combat Tactic: This unit gets +1 strength and +1 leadership.

"The first step to victory."
-Commander Rylanus Evaenarion

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Luck Smiles Upon the Foolish

Combat Tactic: Look at the top card of your enemy's action deck. You may discard that card.

Lady Luck is ever-present on the battlefield, occasionally holding back death's hand even when all expect it to strike.

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